

## A DATA ACCESS, REPLICATION OR COMMUNICATION SYSTEM COMPRISING A DISTRIBUTED SOFTWARE APPLICATION

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### Abstract

The present invention envisages a data access, replication or communications system comprising a software application that is distributed across a terminal-side component running on a terminal and a server-side component; in which the terminal-side component and the server-side component (i) together constitute a client to a server and (ii) collaborate by sending messages using a message queuing system over a network.

Hence, we split (i.e. distribute) the functionality of an application that serves as the client in a client-server configuration into component parts that run on two or more physical devices that communicate with each other over a network connection using a message queuing system, such as message oriented middleware. The component parts collectively act as a client in a larger client-server arrangement, with the server being, for example, a mail server. We call this a 'Distributed Client' model. A core advantage of the Distributed Client model is that it allows a terminal, such as mobile device with limited processing capacity, power, and connectivity, to enjoy the functionality of full-featured client access to a server environment using minimum resources on the mobile device by distributing some of the functionality normally associated with the client onto the server side, which is not so resource constrained.

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